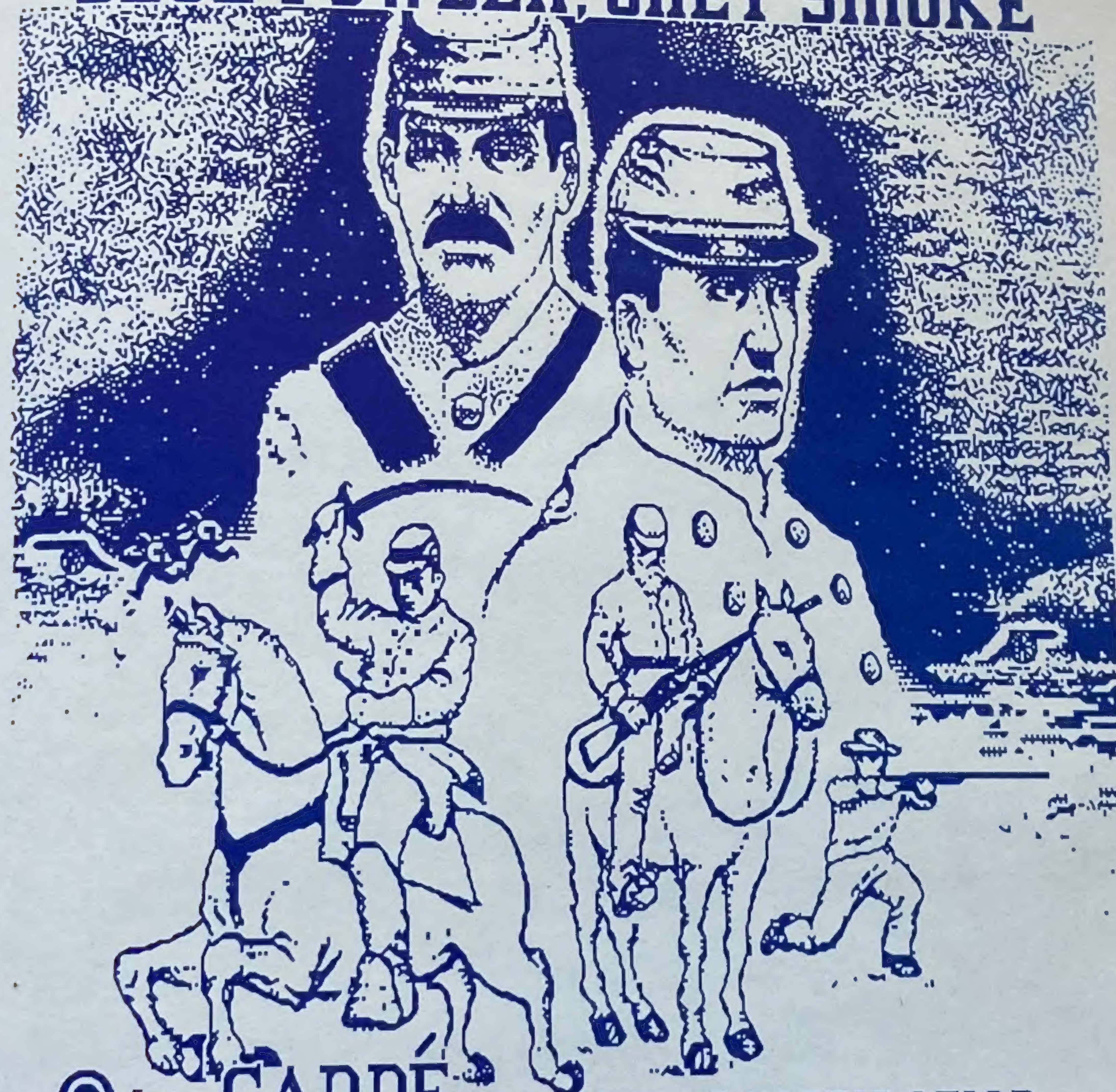


BLUE POWDER, GREY SMOKE



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Sheridan, Grierson, Forrest and Mosby, cavalry was the Civil War equivalent of the WW II strategic bombing raid, destroying railroads, bridges, warehouses and, on the occasion, entire towns. On the battlefield, combining the speed of cavalry with the vastly smaller target of the infantryman and, in some cases, the punch of repeating rifles, dismounted units such as Buford's Union cavalry at Gettysburg or Forrest's Confederate troopers in the West could hold their own against infantry and cause a respectable amount of havoc in the process.

12.5. VICTORY - Victory in BP/GS, as the great Confederate cavalry leader Nathan Bedford Forrest observed in the Civil War, is "Getting there first, with the most". (No, he did not use bad grammar or butcher this or any other quote attributed to him, although his talent for strong language was legendary and known to peel the hide off an army mule or a hapless second lieutenant.) Selecting which units to use and getting them "there first", you will find, is a great deal more than half the battle. However, as you may have guessed by now, it's not quite that simple! Each unit type - infantry, sharpshooters, cavalry and artillery - has its own advantages and disadvantages. Finding the best way to use them together (combined arms) in a particular situation can make all the difference. Remember also that each unit on the battlefield is different. Units vary widely (as they did during the Civil War) in size, weaponry, commanders, morale and fatigue. Selecting the proper units for a particular task is, and was,

an essential of successful command.

The next step, determining the best deployment and formation, is critical. The COLUMN formation is generally best when quick movement is essential while combat should "almost" always be done in the LINE formation. Select a unit's POSTURE with an eye to using the terrain to best advantage and balance how mobile the unit must be against the losses from enemy fire. There are really no hard and fast rules for using the FIRE COMMANDS. Each combat situation is unique and a certain amount of trial and error is called for in learning how best to direct fire in BP/GS. Lincoln's advice to one of his generals is still worth repeating, "General, be sure and put "ALL" your troops into battle." Piecemeal attacks, sending the troops to the battle line in dribs and drabs, is usually a serious and costly mistake. However, always keep a reserve handy to turn back an enemy counter attack or exploit a breakthrough. One of Union General McClellan's staff at Antietam said it best, "Remember, General, you command the last reserve of the last army of the Republic".

Finally, keep in mind that even the great Civil War commanders lost battles and made mistakes. After a few games you'll better understand what it was REALLY like to make decisions under fire in the smoke and confusion of battle and wonder if you're leading the battle or being led! There are no "victory" points in BP/GS. There weren't any in the Civil War. Victory is for you and "history" to decide!

13.0 SCENARIOS/ORDERS OF BATTLE

SCENARIOS - Each scenario in BP/GS is designed to explore a different aspect of each of the 3 battles provided in the original BP/GS game. Each of the HISTORICAL SCENARIOS begins with both UNION and CONFEDERATE UNITS in their historical starting positions. Additional units may "arrive" on the battlefield during play, again at the historical entry time. In addition, each scenario has several variations, allowing the gamer to explore the "what ifs" of history with different strategies, units and arrival times and to answer the great "might have beens".

Although based as much as possible on historical fact, BLUE POWDER GREY SMOKE is above all a game and events may or may not occur as they did in history as the battle unfolds. The variables of battle are so diverse that, short of staging the entrance action, there is no way to insure that you or the computer will do the same thing at the same time as your brethren did over 100 years ago. Given the same parameters, history could have turned out differently. The historical scenarios have been set up as they in fact happened but we lose control as soon as you and the computer-player take command.

13.1 ANTIETAM: (SHARPSBURG) September 17th, 1862

McClellan's strategy was to attack the Confederate left flank at dawn with "Fighting Joe" Hooker and the 1st Corps. Once Lee had drawn off his forces to contain Hooker, Burnside's Corps on the Confederate right flank would cross Antietam Creek, seize Sharpsburg and the approach to the vital ford, trapping Lee's army. Then, with Lee's army fully committed, Sumner's Corps, the largest in the army, would attack the Confederate center and crush the remainder of Lee's army. That was how it was supposed to be.

When it was over for the men in blue and grey, Antietam was the bloodiest single day of the war. Lee and his army had staved off furious Union assaults and survived to retreat to Virginia. Lincoln had his victory at last and McClellan, unable to follow up his victory, said a final goodbye to the army he had created.

13.1.1 TERRIBLE SWIFT SWORD

At dawn, 6:00 AM, the Union 1st Corps under "Fighting Joe" Hooker led off the attack against Stonewall Jackson on the Confederate left. Jackson had placed Ewell's division on the edge of the East Wood, while Stonewall Jackson's old division, now under J.R. Jones, was deployed in the West Wood across the Hagerstown Pike. Hooker's objective was the Dunker Church, the key to the Confederate left flank. Hooker's Corps led by Ricketts' Division drove through the North Wood and entered a corn field near the Miller Farm. As Hooker's Corps advanced, JEB Stuart's Confederate Horse Artillery on Nicodemus Hill fired furiously into his right flank. Across Antietam Creek, McClellan's Union Reserve Artillery returned the fire. Ricketts soon collided with Confederate infantry under Douglas at the edge of the corn field. Firing furious volleys at almost point blank range, both sides made the "Corn Field" the scene of some of the most desperate fighting in the Civil War. For now, the Yanks were stopped cold. Jackson sent an urgent message to Lee requesting reinforcements. They were coming from the Confederate right but for now "Old Jack" would have to make do. Jackson sent in his last reserve, Confederate General Hood's Brigades, in a desperate counter attack to stem the Union advance. By 7:00 AM the decimated Yanks, without support, (the commander of the supporting brigades picked this time to have a nervous breakdown!) were finally forced to withdraw. Union artillery at Miller's barnyard, firing canister at point blank range, succeeded in stopping Hood's infantry.

At 7:30 McClellan sent in the Union 12th Corps under Mansfield. The 12th Corps' rookies went driving straight through the wreckage of the morning's battle into the Miller cornfield. Jackson's men, exhausted and outnumbered, slowly gave ground until finally the Dunker Church fell to the cheering Yanks.

Since the Dunker Church was the primary objective of the Union, and they took the Church by 8:00 AM, the Confederate side can consider it a victory if they can hold the position until after 8:00 AM.

Apple II Family
5 1/4" Disk 64K minimum



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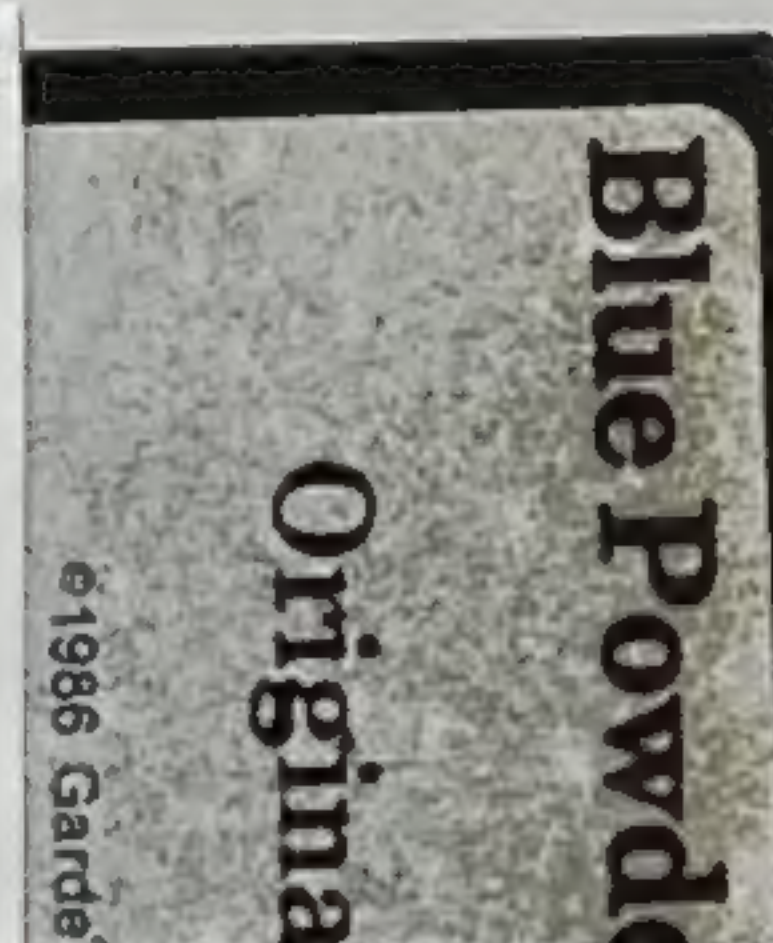
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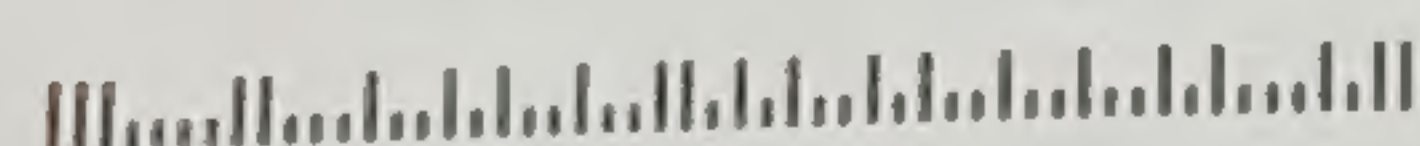
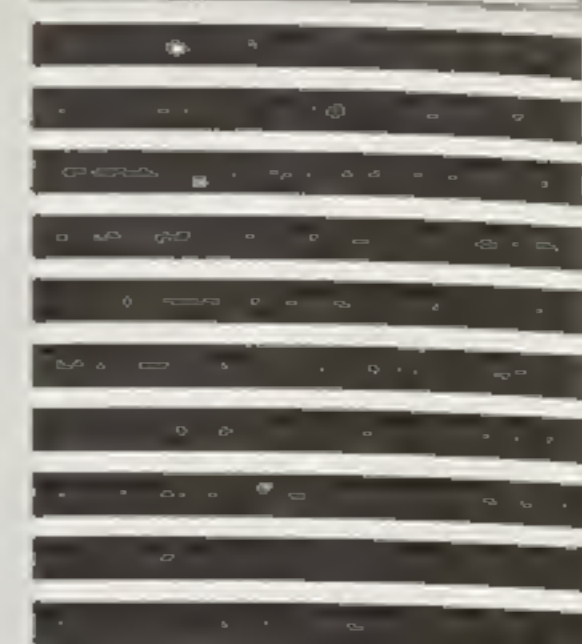
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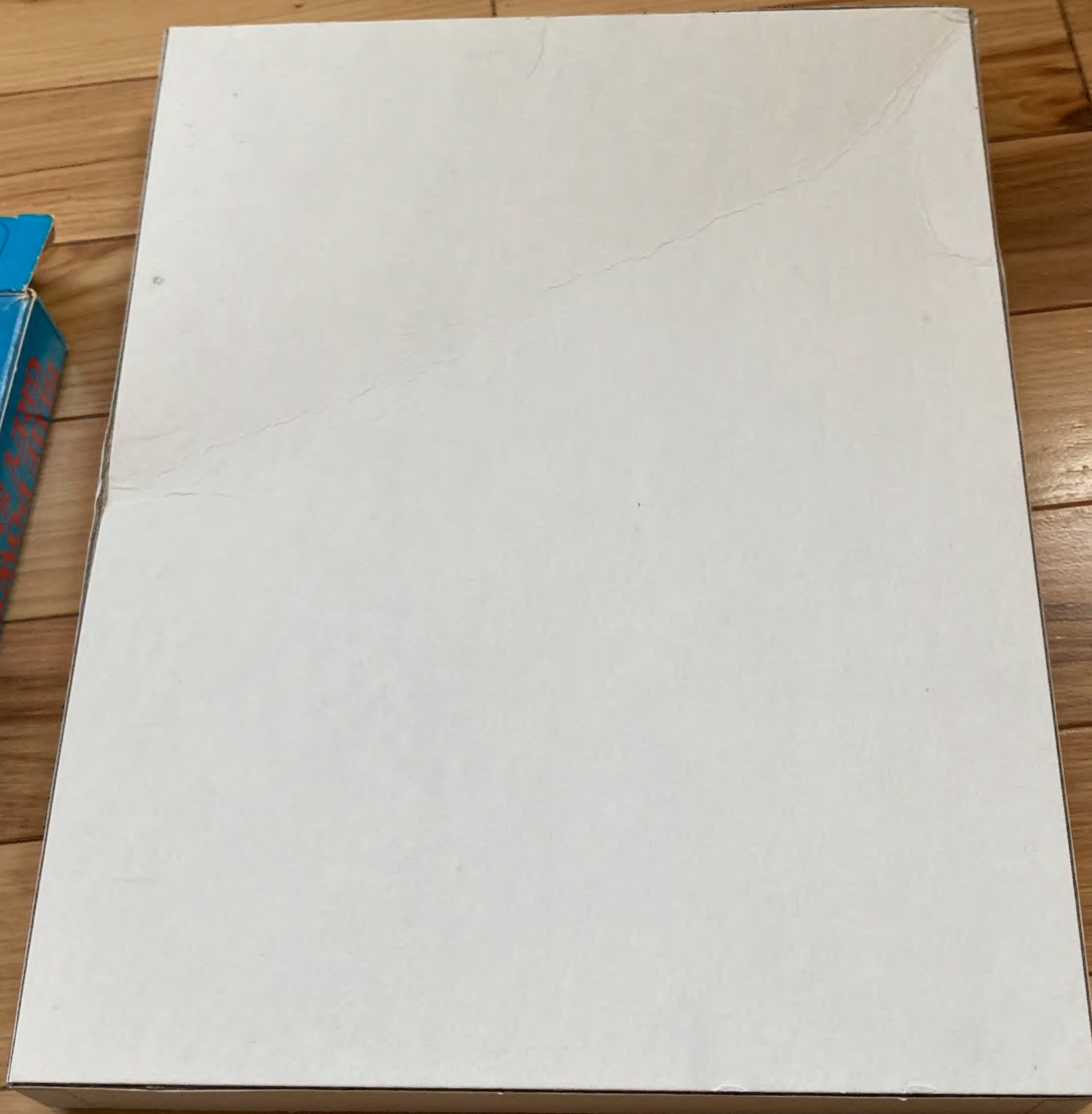
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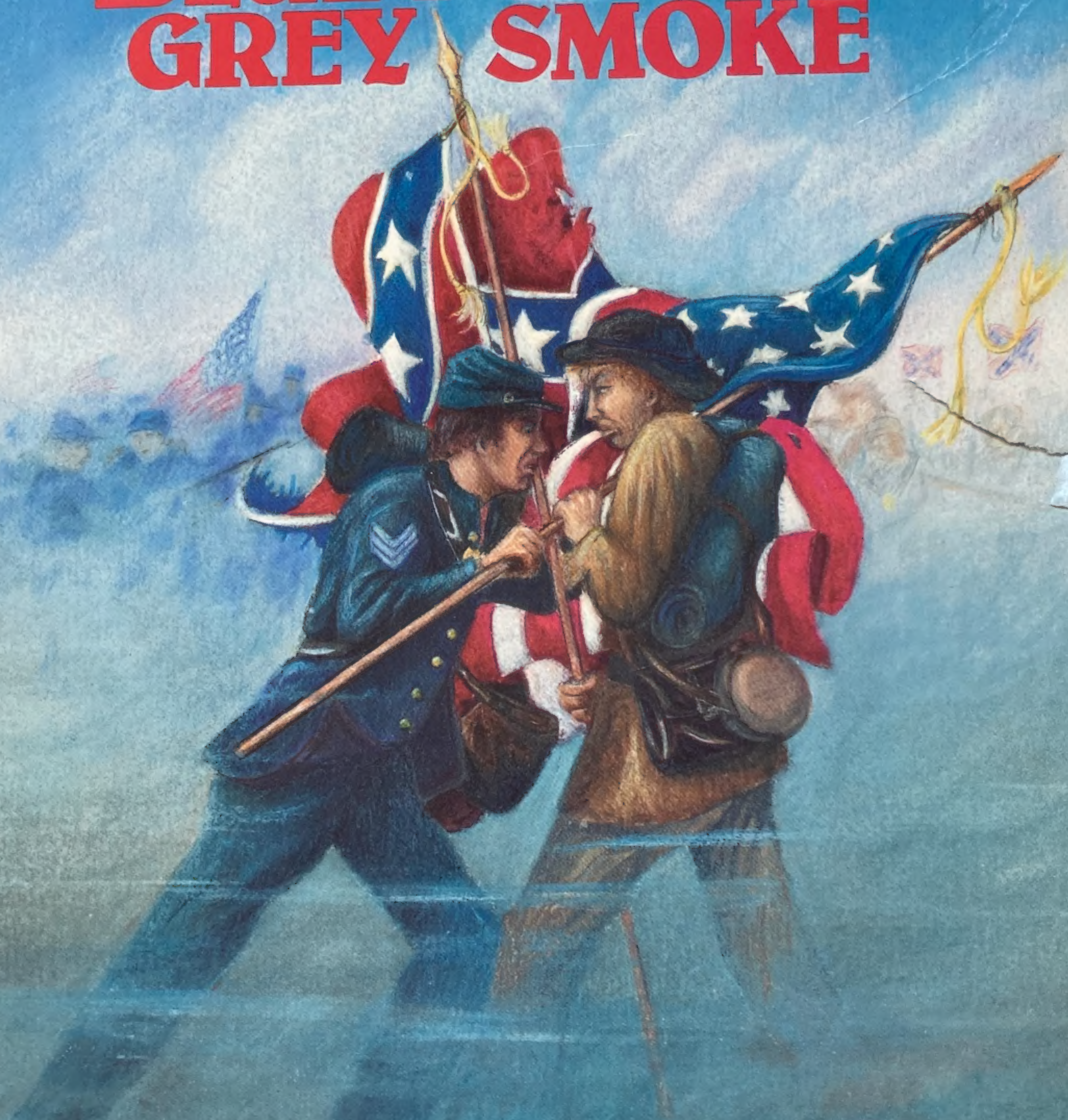
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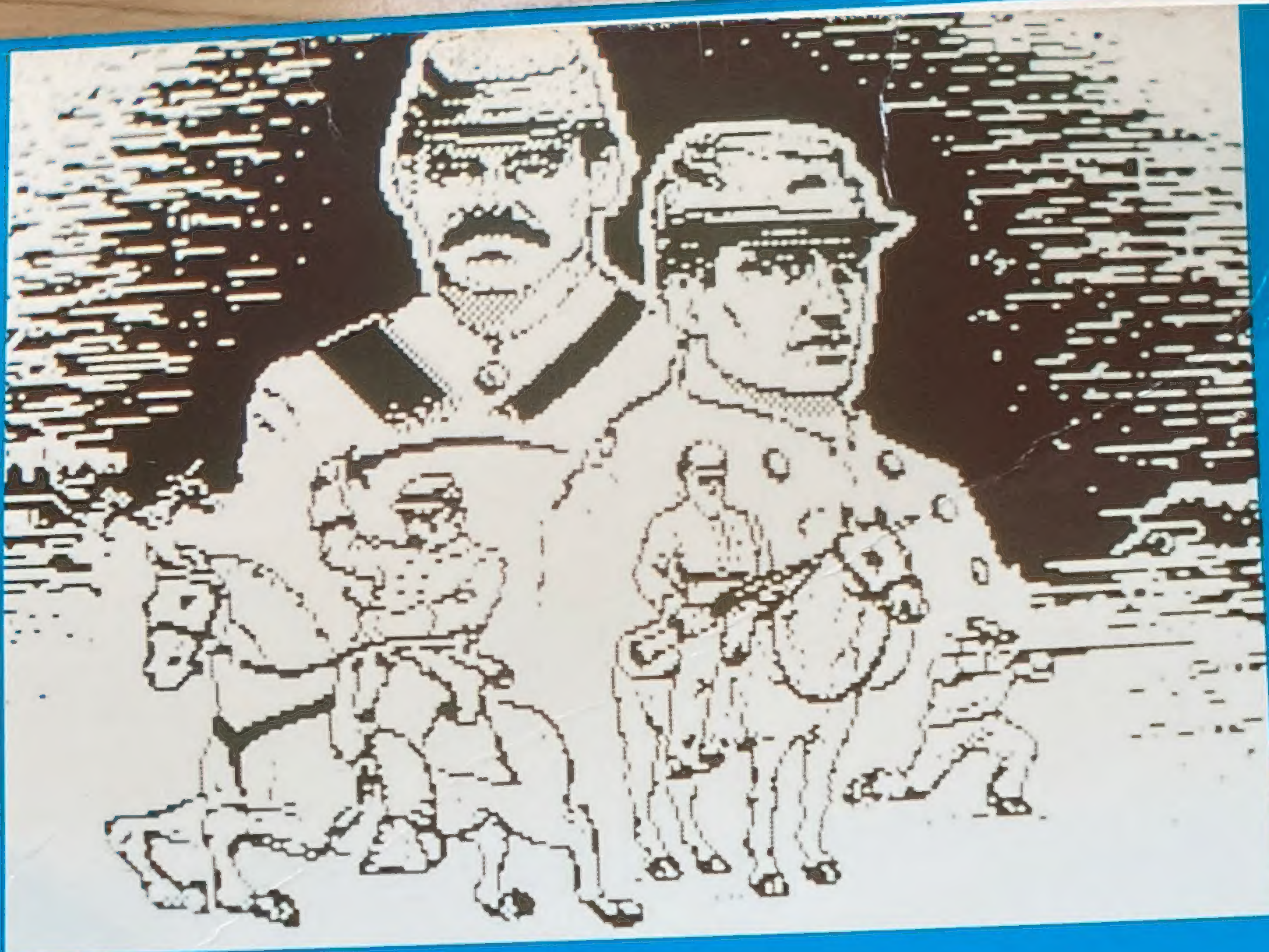
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